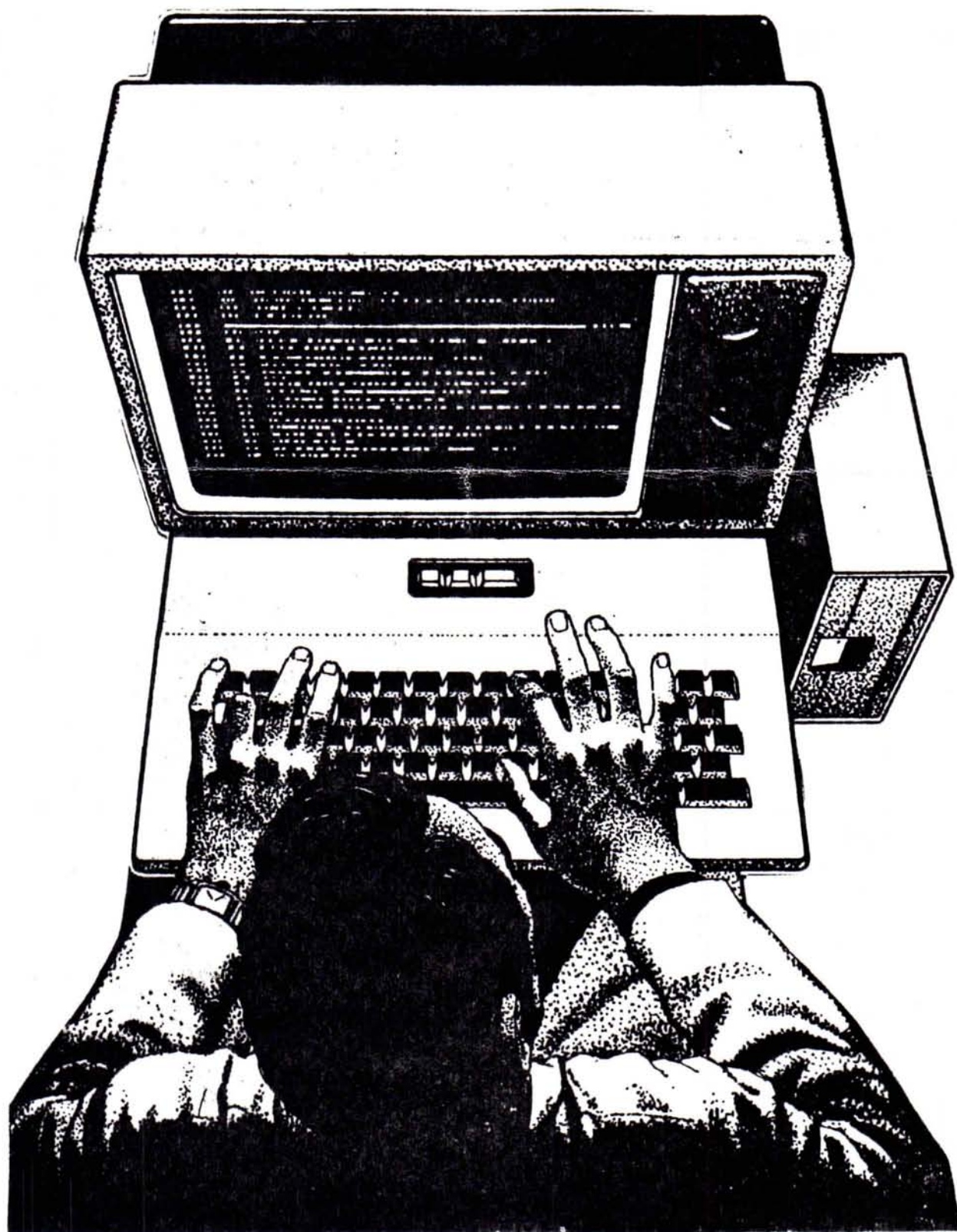


# TAP T.A.P. MAGAZINE TAP

Brought to you by The Atari Peckers of Lakewood Issue # 11  
Members 50 cents Non-Members





# DECEMBER

1987



SUN

MON

TUE

WED

THU

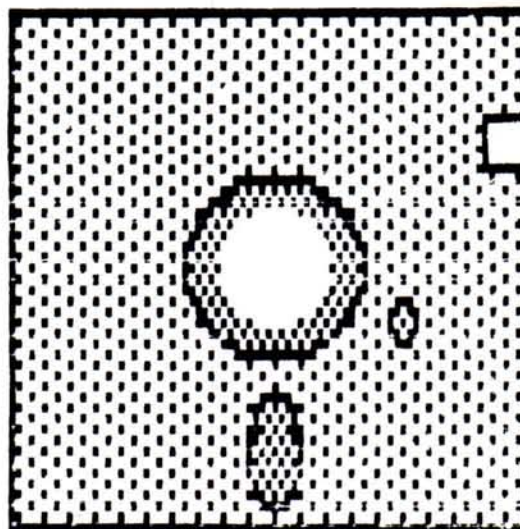
FRI

SAT

		1	2	3	4	5
6	7	8 ***** T.A.P. MEETING! *****	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25 ***** CHRISTMAS!! *****	26
27	28	29	30	31 NEW YEARS EVE		

WE WISH YOU AND YOURS A VERY HAPPY HOLIDAY SEASON

# IN THIS ISSUE:



## FEATURES

### *8-BIT*

8-bit Reveiws .....pg. 1

The Editors Desk .....pg 2

### *16 BIT ST*

Partner ST (Review) .....pg. 5

Drafix 1 (ST Review) .....pg. 9

ST MIDI Synth .....pg. 6



## **\*\* TAP DISK REVIEWS..8-BIT \*\***

By Jack Ippolito

These program reviews are intended to spark interest in the T.A.P. Public Domain Library and BBS. Disks are available to Members, at no charge, to take home for copying. A set of 5 disks at a time. The 70-plus disks, averaging 20 programs per disk, represent over 2400 8-BIT Utilities, Games, graphics, tutorials, etc. If you have a modem the programs are available to you via the T.A.P. BBS.

The disks library is, during business hours, located at:

**B&G Electronics 15729 Madison Ave.  
T.A.P. BBS Ph. 216 228-7335**

---

### **\* MBEAR \***

MBEAR looks like a simple game. It's not. Get McBear past the Zillapedes, on the boat to cross the river and dodge the flying ducks in his path. The prize is a pot of Honey. Now go through the hazards once again to deposit the honey. You get 3 lives to get 3 pots full, each put into a separate Den. A cute little joystick action game.

There's also a very lively tune playing in the background. Maybe it's the music that kept me playing. I think you'll like this one.

Get disk 68A. You wont be disappointed.

### **\* COSMIC.GAM \***

By Phil Roey  
ANALOG COMPUTING

COSMIC DEFENDER.....

This is a 9 level, 3 lives, space shoot-em up. Your space ship, guided by the joystick, must disintegrate space junk and enemy space craft as they speed toward you. Level 1 is my speed. I blasted a bunch of them. But at level 9 I couldn't get past the first gate. That's right, gate! Each level has gates you must pass through. However you must first blast open the lock located at the outer edge of the gate.

It runs very well, scores, and keeps track of high score. Graphics are also good. T.A.P. disk 68A for this one along with other goodies.

### **\* POKSOLBN \***

By Jerry White

POKER SOLITAIR .....

I'm not a solitaire player but I enjoy an occasional poker game. Poker Solitaire combines both games into one that can challenge up to

four players and will hold your interest for several plays. A 5x5 grid is displayed (25 squares). 25, shuffled, cards are dealt, one at a time. Using the keyboard or joystick you must place the card in the square you believe will give you the best poker hand (across or down or both). When all 25 cards have been placed, the game is scored both across and down, a total of 10 poker hands.

A fun game..on disk 29B

### **\* ALTUSE9 \***

By Pat Yokum

This little Gem is on disk 9B. It's written as a tutorial to reprint a full screen of text..to the screen. Well, I changed line 130 from PRINT to LPRINT and now it sends the text to the printer. If you want to print a few lines of text (40 columns) and don't want to boot your word processor, give ALTUSE9 a try. Instructions are part of the program.

### **\* FILLERUP.OBJ \***

Sometimes I wonder where game programmers get their ideas or whether they just pop up while experimenting.

FILLERUP is not a Galacgian rebellion or any of the other common game variations. Its a simple screen game with a different touch.

A flashing X moves about in a full screen rectangle. Using a joystick you must scroll off a section of the rectangle, any shape, and fill it with the fire button while avoiding the X. If you fill MOST of the screen successfully, you get a new screen. If not, then after four hits, you are scored and you must start a new game.

Doesn't sound very exciting? Try it. Bet ten, maybe twenty minutes pass before you know it.



**\* TRICKY \***

DAVE & ROBIN OBLAD PRESENTS

**\* TRICKY TRACKS \***  
THE SOFTWARE CELLAR

TRIGGER EXITS DEMO

(SELECT) <players>

- 1) TRIC-TOY-TRAC .... 1
- 2) HOME-RUN-TRAC 1 or 2
- 3) LOOP-ITY-TRAC 1 or 2

(OPTION)

EASY MEDIUM HARD

PUSH START TO PLAY

SPACEBAR GIVES RULES

PUSH RETURN KEY TO RETURN TO MENU

TRIC-TOY-TRAC

is simply a practice level to enjoy creating interesting track layouts for Skuttlebug to run.

There is no time limit or pressure and no scoring of course. You may release the Skuttlebug at any time by using the joystick trigger button. If it crashes into anything, a new track will be made.

Using the option button will send you back to the option menu. Using the start button will make a new random track layout.

Demo mode will not activate on this level, however the screen colors will shift with the music to protect your television set.

**\* TRICKY.PT2 \***

HOME-RUN-TRAC

LOOP-ITY-TRAC

The object is to create a path from Skuttlebugs opening position to the flashing corner in the least amount of time. Two player games requires both joysticks. Use the joysticks to shift the Tricky Track tiles and when the path is complete push the joystick trigger button to release the Skuttlebug. Three rounds of increasing difficulty complete one game. Each round is over when the bug crashes, fries, returns to opening position, or completes its goal. Scoring is calculated based on how much time you required subtracted from the skill points gained during Skuttlebugs run.

100 points for each tile touched  
100 extra for a double tile touch  
100 extra for recrossing same path  
500 extra for each corner touched.  
Hit RETURN for menu.

**\* AMAZE.BIN \***

Speedy Arcade/Joystick ACTION.

You are a skinny red X named GORK. All you want from life is to wander the city grid, munching up the energy pellets that the programmer thoughtfully left shrewn about.

Three enemies will try to stop you with their instantly lethal touch. Luckily, your defensive mines can immobilize and vaporize enemies. However each opponent is quickly replaced by another.

Release mines by pressing the Fire Button. You can have 4 mines on the board at one time. To retrieve an unused mine, touch it. The mines are available again after destroying an enemy. Naturally, higher levels mean tougher opposition!

For complete documentation and listing, see ANTIC magazine disk, May 1985

Article includes an ACTION tutorial takeapart.

**\* DEFENSE \***

By Charles Bachand  
ANALOG COMPUTING

**\*\* PLANET DEFENSE \*\***

To use this program have a disk ready with DOS "only" on it. Run the program and it will create an AUTORUN.SYS disk. You can BOOT the new disk to play the game or rename AUTORUN.SYS - DEFENSE.BIN - and LOAD it from DOS L.

When the planet is first shown the "sight" is in the center and barely visible. Move the joy-stick to bring it into outer space.

The defending satellite revolves around the planet armed with a lazer ray. You must align the sight on the enemy target, then press the fire button to fire the ray to destroy the waring ships.

It's has a surprise ending and scoring I don't quite understand since I don't have ANALOG to guide me. But I had a little fun with it and you will too. Check-out T.A/P. disk Set #1 thru #5. DEFENSE is on disk 3, side A.

**\* COSMOS.GAM \***

By Kirk Wolfe

If you have tried POOPSHOO, the pinball action game, you will like this variation of basically the same game with a different and better screen. This belongs with your game library.

Another winner on disk 28A.





# THE EDITORS DESK



Hell once again the year comes to a close. The chill of winter is starting to blow through the cracks and Jack Frost is whispering in our ears that Christmas is only a month away. Many of us are once again finding ourselves sitting at our desks while our monitors flicker in our eyes. Elections have come and we have yet another group of people to pick to lead the club through another year.

Its been fun and sometimes not so fun being one of those people that has helped to bring you all together each month. I have enjoyed talking with each of you and greeting our newer members. I hope who ever takes my place finds it as rewarding as I have. Yes, You will still see my poor spelling from time to time. I will, I am sure, still be writing articles. I hope that whatever the new officers do they will think about the club and not just what is easiest for them. Some of the things I hope they will address are keeping a membership campaign going and making the meetings as involving as they can. I also hope that each and every member will take a little time to be active in the club. I'm not going to paint a rosey picture of the club officers jobs because they can be as much trouble as they are joy. But trust me when I say that there is no other job in life that will make you feel as good. You will have times when you just want to pitch it all, and times when you will fight tooth and nail to keep it.

Looking back at this last year, our club has been through alot. For the first time we had the opportunity to be a part of the International Trade Fair. That was a lot of fun. It was a pleasure to meet others and tell

them about our club. I hope that if the opportunity arises again the club will take advantage of it. Chuck and Bill have done a great job providing us with refreshments at the meetings and if they don't continue to do so, I hope whoever takes their place will remember the cheesecake. (I Love Cheese Cake!). To all of you who have contributed demos at the meetings and articles for the newsletter, Thanks. He couldn't have done it without you. To those of you who havn't, I hope you will next year. He really don't expect a lot. Just tell us what it is that makes your computer special to you. Maybe how you use it or what it is you wish it could do. There are quite a few programmers in the club that would write alot more programs for the club if they just knew what t was you wanted.

I have noticed in magazines recently that a good number of users groups sell programs that are written by their members. I hope that the officers will keep this in mind when looking for ideas for fund raisers.

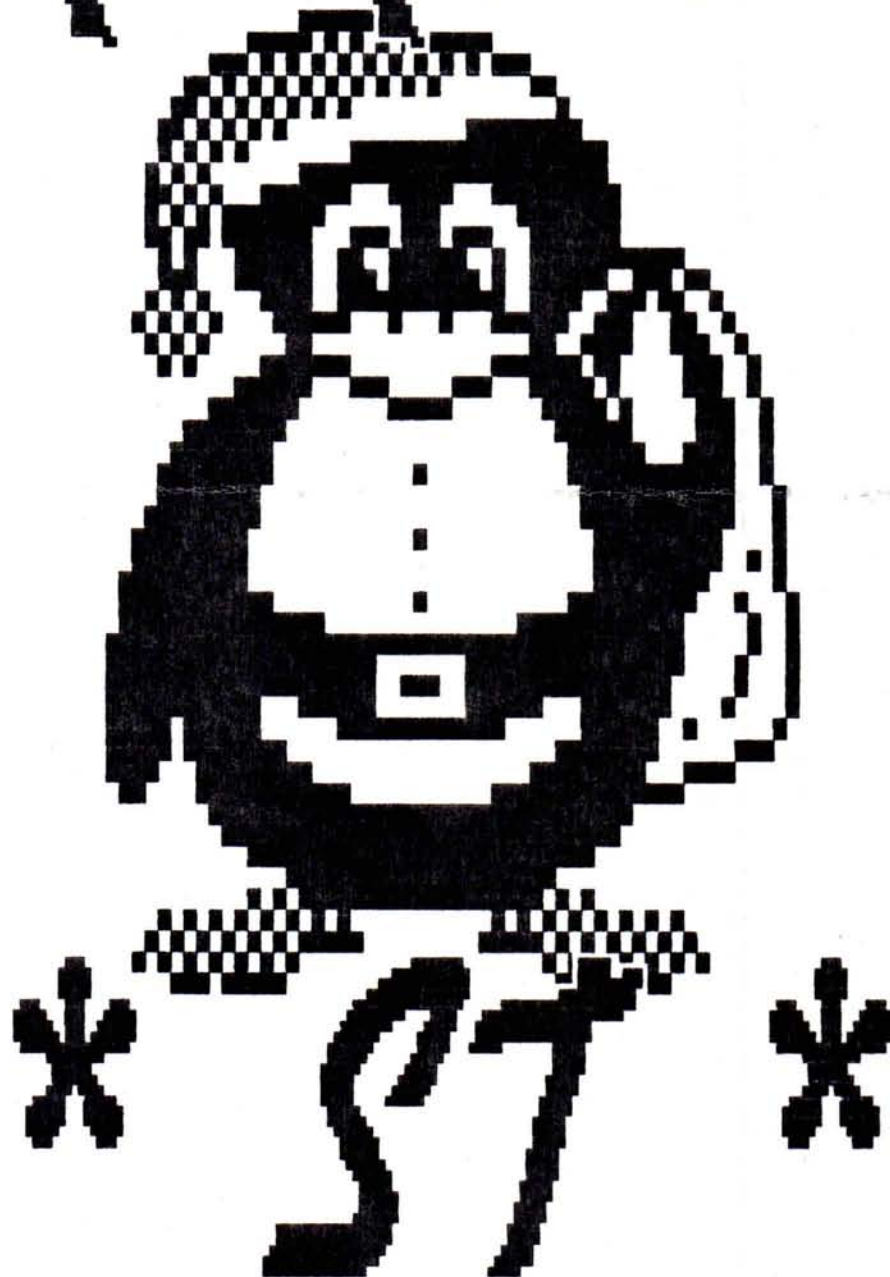
Hell, That's about it! May each and everyone of you have a great holiday season and I hope the club will always be the only place to be on the second tuesday of the month.

Your Editor,  
Jim Haynes





ATARI



# Partner ST for the Atari ST

Partner ST  
by Timeworks  
Previewed by Rick Snevel

Partner ST is a Side Kick type utility for the Atari 520/1040/Mega ST's. It works in monochrome or color. It needs a minimum of 512K but 1 meg is recommended.

This program is a collection of desktop utilities that all work together and only take up one slot in the desk accessory slot. Partner ST will work with any GEM based program. The programs it provides are:

1) Instant Thesaurus: comes with 60,000 synonyms.

2) Appointment Calendar and Date Book: Put appointments or any information into a calendar. Has the ability to print out calendars.

3) Memo Pad: Billed as a mini word processor, with the ability to save and print.

4) Phone List and Auto Dialer: Keeps track of important phone numbers and will auto dial them for you.

5) Name and Address List: Keep track of names in alphabetical order. Allows the user to print out the list on mailing labels.

6) Expense Account Manager: Keep complete, organized records of your business, travel and personal expenses. You can save to disk or print summary reports.

7) Vital Statistics: Gives info to Metric Equivalents, Weights and Measures, Toll-Free Numbers, Holidays, Selected Area Codes, and Mileage between Cities.

8) Time Keeper: Used with appointment calendar and date book to document exactly how your time was spent for a day, week, month or year.

9) Alarm Clock: Remind you of appointments, by ringing a low pitched beep.

10) Full Function Calculator: Normal math functions, and advanced functions (sin, cos, tan), calculates various financial functions. Also has HEX and RPN Calculators.

11) Typewriter: Prints one line at a time.

12) SwiftDOS: Use to copy, erase, format, rename a file.

13) Extended Printer Control: Send printer commands easily to the printer (compressed, NLQ, etc.)

and finally

14) "Stress Reliever" Arcade Game: This amazing little game is called "Escape". I bet your wondering what it really is, aren't you? Well its only BREAKOUT.

One nice feature is that you can specify which utilities you want loaded every time. It saves a configuration file so you don't have to tell the program every time what to load.

Partner ST comes with a 140 page manual and 2 disks. It retails for \$69.95.



# Drafix 1 for the Atari ST

Drafix 1  
by Foresight Resources Corp.  
Previewed by Rick Snevel

Billed as "The First Serious CAD Software for the Atari ST." From what I've seen (which has been limited) I won't disagree.

Some of its features include:

- 1) An easy to learn and use visual user interface.
- 2) Powerful designin, drawing and editing features.
- 3) Draw lines, arcs, circles, pointmarkers, polygons and ellipses. Select any of 16 pens, 256 layers, 11 text font styles, 32 point marker types, 14 cross hatch patterns and solid fills.
- 4) Unlimited zoom and panning for very detailed work. Save up to 8 views and select any grid spacing.
- 5) Automatic dimensioning of lines, angles and arcs. Select your own terminator types, text locations, style, size and angle to meet your dimensioning needs. Draw in English or metric units. Automatic calculatin of areas and perimeters.
- 6) Precise positioning using snap modes including gridpoint, endpoint, midpoint, arc center on item and intersection snap. Use ortho lock to draw vertical, horizontal, tangent or normal lines. Keyboard input is optional in absolute, relative and polar coordinates accurate to .0000001.

7) Powerful editing commands include stretch and shorten, trim, bevel, round and fillet, erase and unerase, plus many more. Editing can be done on single items, drawing regions or groups.

8) Copy, move, rotate and align items. Mirror objects on any axis and merge drawings.

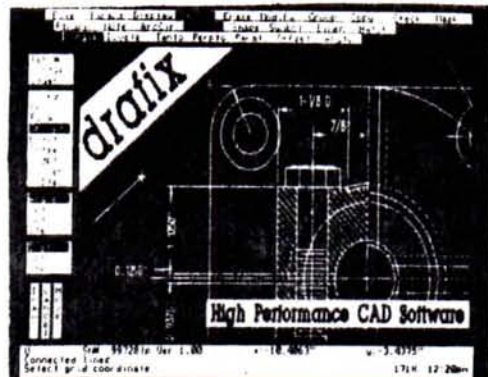
9) Symbols can be created and stored for later recall. Symbols can be nested, aligned, scaled and undone and modified. Drafix allows cataloging of symbols in directories, while providing access through roll down menus.

10) Output to plotters, printers and laser printers is includes.

System requirements are:  
Atari ST with 512K (1 meg recommended.) Color or monochrome monitor (mono recommended.)

This program is also available for the IBM and supports many different plotters and many big companies use this program (ex. Motorola, N.A.S.A. Coca Cola, Xerox, etc.)

Drafix 1 retails for \$199.95.



information although identical in representation deals with the release of this particular note. On some synthesizers after touch is available. It is represented as the velocity a note is released with. This adds musical inflection to the sound. It is only available usually on the most expensive of synthesizers. The DX21 neither transmits nor receives this particular data. It releases all notes at the same velocity 064.

00001 is the measure of the block the note is released on.

This is the measure the note is release during. If a note was tied into the next measure then I would have used 00002 to indicate the release did not occur until the second measure.

001 is the beat the note is released on.

The beat on which the note is released. If this was 003 I would be holding the note until the third beat of the measure.

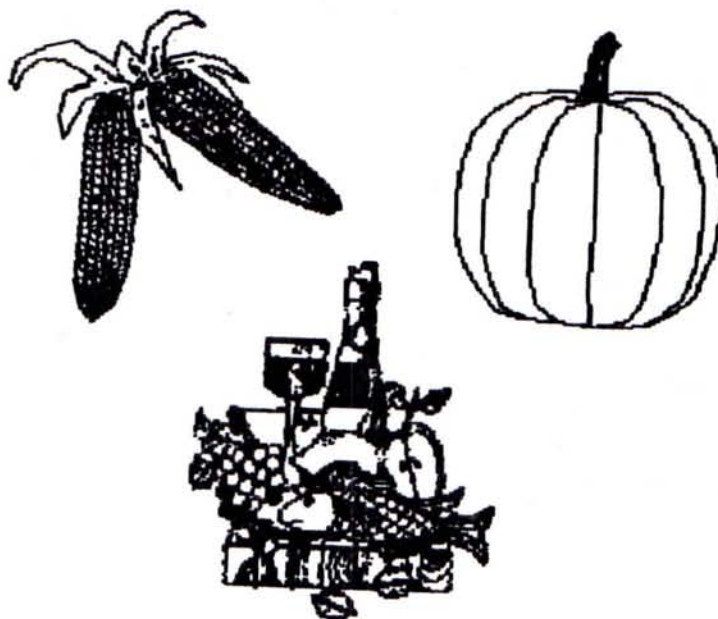
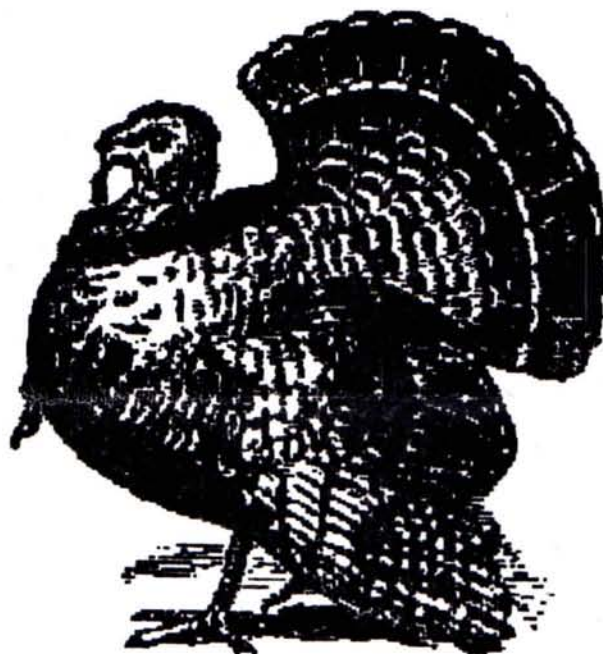
095 is the click the note is released on.

This indicates that the note is held until the 95th segment of the beat. A half beat would have only been held until 047. The longer a note is held the more legato or smooth it will sound. The shorter it is held the more staccato or sharper it will sound.

Midi gives you a notation now that allows you and your computer to understand and interpret music for the synthesizer or midi instrument you are playing. The

editing of this data allows you to correct and improve your performance and then plays it back consistently.

Next month I will explain a few more features of the sequencer.





# B & G Electronics, Inc.

---

## Atari Mega ST 2



- 2 Megabyte of Memory
  - 68000 Processor Running at 8 Mhz.
  - 1 720KB 3.5" Floppy
  - Standard Serial/Parallel Ports
  - Midi Music Ports
  - Hard Disk Interface
  - Cartridge Slot
  - Mouse
- Get a Second DS/DD Drive \$249.95

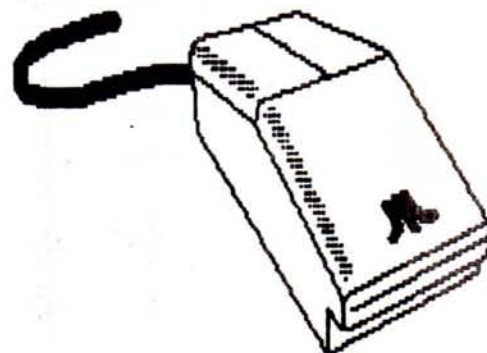
Color System: \$1899.00

Monochrome System: \$1699.00

Ask for 520STFM and 1040 ST Prices

We Include the following at no charge with every sale:

- Software;
  - Full Featured Word Processor
  - High Quality Art Package
- Extended Warranty (1 year)
- Beginner Help



### Optional Peripherals

Star NX-10 Printer: \$209.00

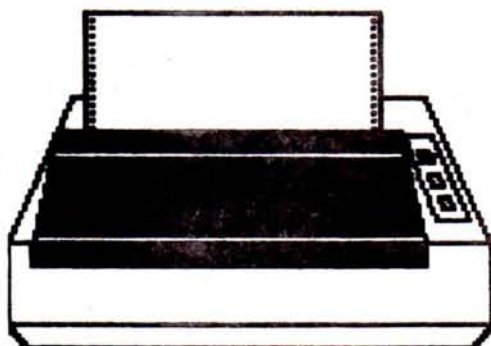
Avatex 1200 Baud Modem: \$134.00

Atari 300/1200 Baud Modem: \$99.00

Epyx 500XJ Joysticks: \$16.95

Mouse Mats: \$7.95

(Red, Blue, Brown, Grey)



---

15729 Madison Ave., Lakewood, OH

(216) 521-2855

The Atari Peekers of Lakewood, Oh. is a non-profit organization. Membership fees are a one time initiation fee of \$13, and a yearly membership fee of \$12. Reprinting articles is permitted with proper credit to the:

1.) Author of the article and,

2.) To the Atari Peekers of Lakewood, Oh.

The Atari Peekers newsletter is available to club members and other users groups on an exchange basis.

Meetings start at 7:00p.m. and are held at:

The Center on Aging  
16022 Madison Ave.  
Lakewood, Oh. 44107

The Atari Peekers officers and all other members of the same in no way support any activity with relationship to unauthorized copying of commercial software.

Your club officers are:

President	Terry Stiglic	529-1999
Vice President	Jim Haynes	228-1280
Treasurer	Paul Banasik	251-4923
Secretaries:		
Correspondence	David Butera	941-2628
Reporting	Chuck Gies	779-6818
Librarians:		
B_bit	Dave LaForm	228-8049
ST	George Neff	486-8914

T.A.P. BBS SYSOPS

Gary Schmitz Rick Snevel Jim Haynes George Neff  
George Neff Jr.

Refreshments by: Chuck Schroeder & Bill Burford.  
Your Newsletter Editor is Jim Haynes

ALL CORRESPONDENCE SHOULD BE SENT TO:

THE ATARI PEEKERS  
2160 ELDRED  
LAKEWOOD, OH. 44107

This Newsletter Printed by :  
B & G Electronics (216) 521-2855